

UNNECESSARY ZOOM



(Move manual rapidly towards and away from face for full zoom effect.)

T•HQ SOFTWARE
A DIVISION OF T•HQ, INC.

5000 N. Parkway Calabasas, Suite 107, Calabasas, CA 91302

© 1993 T•HQ, Inc. Software © 1993 Gray Matter,
a division of Chris Gray Enterprises Inc.
©1993 Broadway Video, Inc. SNL under license from NBC.
T•HQ Software™ and T•HQ, Inc.™ are
registered trademarks of T•HQ, Inc.

Printed in Japan

EmuMovies

SNS-WW-USA

WAYNE'S WORLD™



INSTRUCTION MANUAL! PARTY TIME! EXCELLENT!

T•HQ SOFTWARE
A DIVISION OF T•HQ, INC.

SUPER NINTENDO
ENTERTAINMENT SYSTEM

It's 10:30 Friday night. What's it time for?
 Exsqueeze me? Baking powder? Did you
 say Hawaii Five-O reruns? I think not. In Aurora
 Illinois, it's time for Cable Access Channel
 Ten and **Wayne's World**. I'm your excellent host,
 Wayne Campbell, and with me as always is Garth. It's
 Wayne's World. It's Wayne's World. It's Party Time. It's
 Excellent. Woo Woo Woo Woo Woo.

Okay.

For maximum enjoyment, please read this Instruction Manual most
 thoroughly before playing. (Shyeah, rright!)

WARNING:

PLEASE READ THE ENCLOSED CONSUMER INFORMATION &
 PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR
 NINTENDO® HARDWARE SYSTEM OR GAME PAK.



LICENSED BY



NINTENDO, SUPER NINTENDO
 ENTERTAINMENT SYSTEM AND
 THE OFFICIAL SEALS ARE
 REGISTERED TRADEMARKS OF
 NINTENDO OF AMERICA INC.
 © 1992 NINTENDO OF AMERICA
 INC.

THIS OFFICIAL SEAL IS YOUR
 ASSURANCE THAT NINTENDO® HAS
 APPROVED THE QUALITY OF THIS
 PRODUCT. ALWAYS LOOK FOR THIS
 SEAL WHEN BUYING GAMES AND
 ACCESSORIES TO ENSURE
 COMPLETE COMPATIBILITY WITH
 YOUR SUPER NINTENDO ENTER-
 TAINMENT SYSTEM®. ALL NINTENDO
 PRODUCTS ARE LICENSED BY SALE
 FOR USE ONLY WITH OTHER
 AUTHORIZED PRODUCTS BEARING
 THE OFFICIAL NINTENDO SEAL OF
 QUALITY.

CONTENTS

CONTENTS (a circular reference — a reference to oneself).....	1
You'll Laugh, You'll Cry, You'll Hurl!.....	2
Starting Up (the game).....	3
Game Controls.....	4
Screen Display (display, that's a good word.).....	5
Special Items (to make you worthy).....	6
Power Ups.....	7
Level One: Kramer's Music Store.....	8
Level Two: Stan Mikita's Donut Shop.....	10
Level Three: The Gasworks.....	12
Level Four: Suburbia.....	14
Credits (shameless).....	15
Limited Warranty (read this — no one else will.).....	16
Photos of Madonna (NOT!).....	21

Shively's Video
 Route 40 West, P.O. Box 1116
 Rocky Mount, VA 24151

YOU'LL LAUGH, YOU'LL CRY, YOU'LL HURL!

Are you ready for this? **Number One** of the **Top Ten Most Bizarre Things To Happen This Year**: Garth has been kidnapped! No **Way**, you say? **Hway!!** It all begins down at Noah's Arcade, where Wayne and Garth are **engrossed** (with a capital **G**) in a most heinous game called Zantar. All of a sudden there's a blinding flash, and **KA-BOOM!** The two find themselves inside the game! In the wink of an eye, the hapless Garth is inhaled by **Zantar**, the gelatinous cube – a pixelated purple putridosity of the first degree! Before our stunned hero can react, Zantar is gone... and Garth along with him. And now you, **Wayne Campbell**, must **heartily** rescue your excellent sidekick from a fate most unbecoming!

But as you make your way through your familiar and beloved hangouts in search of Garth, you'll notice something disturbingly different. This world is a **twisted, warped** distortion of reality as you know it! Armed with your mighty **guitar** and the power to **Schwing**, you must brave the **surrealistic** perils of Kramer's Music Store, Stan Mikita's Donut Shop, the Gasworks nightclub and suburbia. There, you will spar with such **dweeboids** as monster bagpipes, accordions and kazoos (**shyeah**, right!),



spewing coffee cups and dangerous **disco** balls (as if!), hair-whipping **headbangers** and the strange **Psycho Hose Beast** (**way!**)

Hello? Are you worthy to face this mega-challenge without **blowing chunks?** Then party on, my friend, to the most excellent finish!

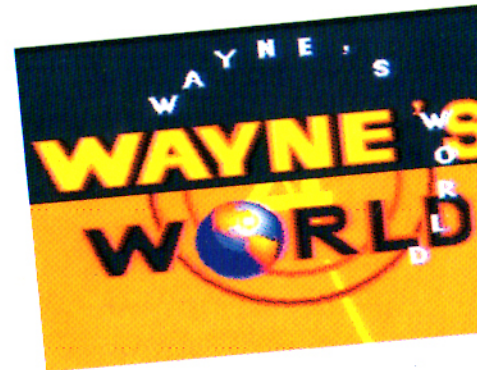


ARTIST'S DEPICTION.

STARTING UP

To **start** the game, press the Start Button (don't get mental now). To **pause** the game, press the Start Button (you're going to have to cope, okay).

AS IF YOU COULDN'T FIGURE THAT OUT!



GAME CONTROLS

Control Pad

Press the Control Pad **LEFT** or **RIGHT** in order to run left or right (good work, my friend). You can also change direction during a jump (believe and visualize to do so).

Press the Control Pad **DOWN** in order to **duck** (but be careful not to cut).

B Button

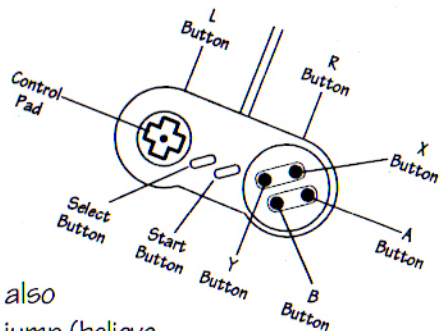
Press the B Button in order to jump.
Press the B Button longer in order to jump higher
(**warning:** do not try this after eating the Mystery Meat).

Y Button

Press the Y Button in order to fire the guitar in hand (**note:** make guitar sounds with mouth to supplement the effect).

A Button

Press the A Button in order to activate a **Schwing** Item, if you have one (silent scream!).



HURL ALERT!
HURL ALERT!

SCREEN DISPLAY



ACTUAL, UNRETOUCHED SCREEN.

The **Score** is displayed in the upper left corner of the screen (absolutely).

The **Axe** or **PCB Power Ups** are displayed next to the score, if they are possessed (yes!).

The **Guitar** in use is displayed next to the stuff mentioned above (okay).

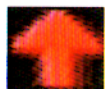
The **Schwing Item**, if possessed, is shown next to the above mentioned stuff (fact).

The number of **Lives** is shown in the upper right corner of the screen (amazing choice).

The amount of **Worthiness** is shown next to the number of Lives (how worthy can **you** get?).

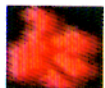
SPECIAL ITEMS

These items can be found in *every* level:



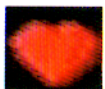
Schwing Item

A Schwing Item will destroy all visible enemies (ka-boom).



Worthiness Item

A Worthiness Item will give 1 Worthiness Point (I am worthy, I am worthy).



Heart Item

A Heart Item will give 1 extra life (I am thanking you).

These items are used in conjunction with another guitar (how sensible):



Axe Guitar Item

An Axe Guitar Item increases the playing rate by 2 (okay, don't become an axe-aholic).



PCB Guitar Item

A PCB (Pre-Corporate Buyout) Guitar Item increases the playing rate by 3.

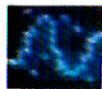
POWER UPS

Level One Power Ups

These Power Ups are found throughout Kramer's music store and subsequent levels (it's like a dream: *diddle liddle la, diddle liddle la, diddle liddle la*):



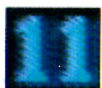
Amp Power Up — An Amp Power Up produces larger chords (should be played fast and loud).



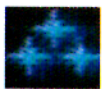
Distortion — A Distortion Power Up produces chords that follow a distorted path (twisted).

Level Two Power Ups

These Power Ups are found throughout Stan Mikita's donut shop and subsequent levels:



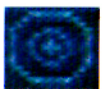
Mega Amp Power Up — A Mega Amp Power Up produces huge chords (as in mega-: the prefix meaning huge, extraordinary, great).



Chorus Power Up — Plays 3 chords at once! Wailing! I am the reincarnation of Hendrix!

Level Three Power Up

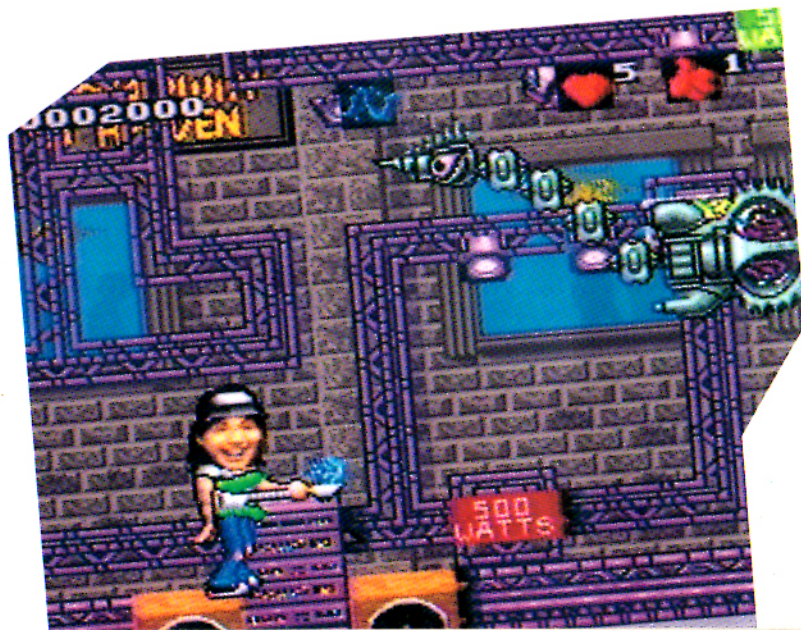
This Power Up is found throughout The Gasworks and subsequent levels (simply a must):



Homer Power Up — A Homer Power Up produces chords which home in on any enemy on the screen.

LEVEL ONE: KRAMER'S MUSIC STORE

Okay. This looks like the same music store in which hangs the much-maligned sign reading "No Stairway To Heaven" and where Wayne's coveted guitar once hung, but something seems to have gone awry...in a big Way. Instruments of the craziest variety are suddenly animated and on the warpath against Wayne. He'll have to navigate crazy scaffolding, bouncing off of drums and avoiding live wires in order to dodge killer kazoos and bagpipe enemies, to name a few.



LEVEL ONE ADVERSARIES

Accordion — Dangerous expanding baffles (how unworthy).

Bagpipe — Projectile tartan haggis balls launched from hovering instrument (Angus is at it again).

Band Monster — Something to really fear (wails heinously).

Cello Archer — Rapid-fires destructive bows (rosinous).

Clarinet Missiles — Launched from off screen (one hit and you're pail, my friend).

Drums — Excellent bounce action (*boing!*).

Falling Guitars — Falling from the racks, can do damage to you and guitar (cruel and unusual).

Kazoos — Swarms will home in and dive bomb in a kazoo sort of way (kooky but cool).

Sax Mortar — Fires spit gobs (it's punitive).

Trombone Grabber — Reaches down and grabs (not today, my saucy friend!).

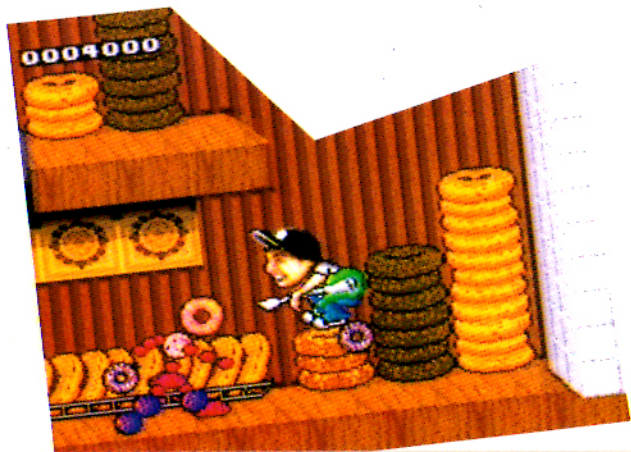
Wires — Touch 'em and you're toast (a shocking prospect).

LEVEL TWO: STAN MIKITA'S DONUT SHOP

Okay. This is the land of **mutant** day-old donuts, scalding grease and spewing coffee. And it's like "Honey, I Shrunk The Wayne". Everything is oversized (what a time for the **babes** to be absent).

Falling sugarcubes could be lethal. The **grossness** herein is majorly huge, as various donut monsters do disgusting things to get at Wayne. He'll want to **hurl** for sure.

Extreme.



LEVEL TWO ADVERSARIES

Coffee Cups — They lurk and spew (diabolical).

Creamers — Up, up and a Wayne! (high bounce-osity).

Cruller — Roll out the cruller!

Donut Monster — Hocks donut gobs (an abhorrent military option).

Donut Whirlwind — Whirls and picks up stuff (as if!).

Falling Sugar Cubes — Consider these a sorbet, to help cleanse the palette.

Grease — Hot and burning (not to mention putrid).

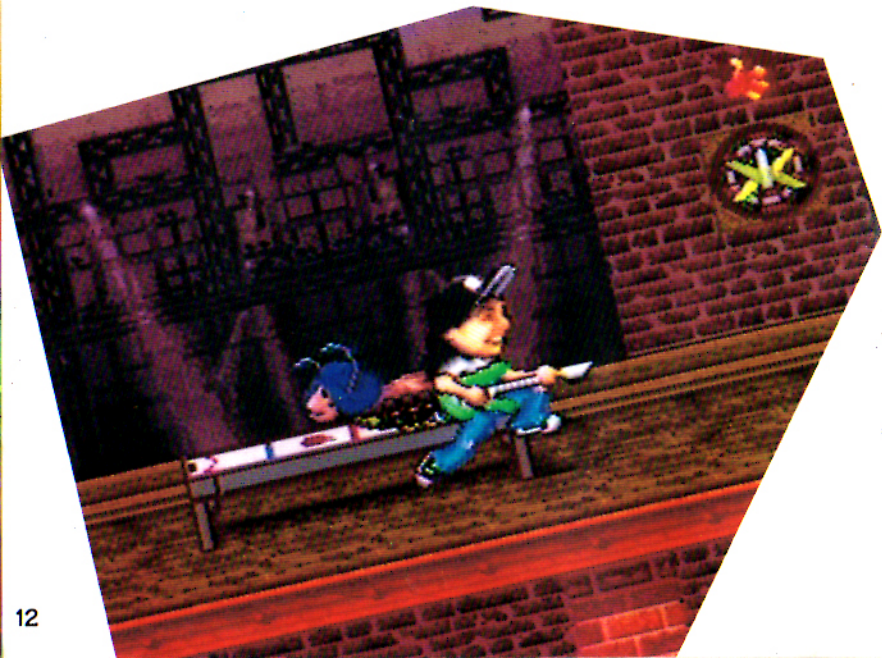
Grease Donut Monster — Can get you bad (if you get sick, go see a doctor, my friend).

Steam Blasts — More hot and burning (could leave you comatose).



LEVEL THREE: GAS WORKS

Okay. Over at their favorite **entertainment establishment**, Wayne is surprised to be caught in a cavernous court of **video games**, pool tables, air hockey, dangerous dart boards, shooting **disco** balls and giant, six-legged **beatles**. Anything might happen here... even an **Elvis** sighting is possible!



LEVEL THREE ADVERSARIES

Bar Stools — Again with the bouncing (a top ten enemy...NOT).

Beatles — Who's the quiet one again?

Bouncer — A very large man who could hurt you (hold onto your hurl).

Darts — Dangerous, yes (but only to a point).

Disco Balls — Shoot out destructive rays (and Barry Manilow flashbacks).

Gas Jets — Shoot plumes of fire (whoa! Pyromania!).

Head Banger — Excellent cranial motion (he should be resoundingly slapped).

Heavy Metal Head — Don't touch his fiery tongue (the "Kiss" of doom).

Psycho Hose Beast — What a babefest... Not!

Rock 'N Roll Boot — Stomps out gimps (a definite public safety risk).

Yellow Sub — Fires homing torpedoes (John is the father, Paul is the mother, Ringo is the child, but I digress).

LEVEL FOUR: SUBURBIA

Suddenly, Wayne finds himself back in his old neighborhood. (Shyeeeeeahh RRIiggghhtt!) The streets look familiar, the mailboxes, fire hydrants, street lights...they look the same, but somehow different. Could it be because they are floating in the air about a **million miles** away from the ground? Likely.

Wayne is closer than ever to finding his buddy, but the **bizarreness** isn't over yet.



LEVEL FOUR ADVERSARIES

Ducks — Get the net!

Garbage Cans — Bounce action again (reminiscent of soup whiff).

Lawn Sprinklers — We're schwinging in the rain...!

Mail Boxes — Generally larger and more aggressive than female boxes.

Suck Cut Guy — Not *my* hair, you gimp!

Wires — Remember these from the music store? (if at first you don't succeed... fry, fry again).

WHO — OR WHAT — IS THE
MYSTERIOUS PURPLE PEST CALLED
ZANTAR?

CREDITS

Designed by Gray Matter

Project Leader: Dave Bright

Programming by:

Dave Bright
Derek Dick
Kevin Hoare

Sprite Animation by:

Bryce Cochrane
Mike D'Agnillo
Ian House
Peter King
Ian Lloyd
Sean Sullivan

Backgrounds by:

Greg Bick
Greg Bobier
Ian House

Intermissions by:

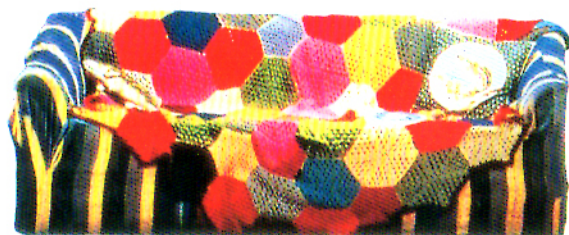
Greg Bick
Mike D'Agnillo
Chris Gray
Sean Sullivan
Dennis Turner

Map Design by:

Greg Bobier
Anne Doiron
Peter King
Christine Turner

Game Testing by:

Anne Doiron
Adam Mock



LIMITED WARRANTY

90 DAY LIMITED WARRANTY:

T•HQ SOFTWARE, INC. warrants to the original consumer purchaser that this Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, T•HQ SOFTWARE, INC. will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the T•HQ SOFTWARE, INC. Consumer Service Department of the problem requiring warranty service by calling: (818) 591-3241. Our Consumer Service Department is in operation from 9:00 a.m. to 5:00 p.m. Pacific Standard Time, Monday through Friday.
3. If the T•HQ SOFTWARE, INC. service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

T•HQ SOFTWARE, INC.
Consumer Service Department
5000 N. Parkway Calabasas, Suite 107
Calabasas, CA 91302

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90 day warranty period, you may contact the T•HQ SOFTWARE, INC. Consumer Service Department at the phone number noted. If the T•HQ SOFTWARE, INC. service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK freight prepaid to T•HQ SOFTWARE, INC., enclosing a check or money order for \$10.00 payable to T•HQ SOFTWARE, INC. T•HQ SOFTWARE, INC. will, at its option subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKs are not available, the defective PAK will be returned and the \$10.00 payment refundable.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL T•HQ SOFTWARE, INC. BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

T•HQ Software, 5000 N. Parkway Calabasas, Suite 107, Calabasas, CA 91302. (818) 591-1310.